

# Complete WranglerView Release Notes

## WranglerView 7.0

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=====  
Upcoming END OF LIFE announcement for WranglerView  
=====

Beginning with the 6.8 release, WranglerView will be entering a "sunset" phase. It will continue to ship until Qube v7.0.

WranglerView will not have any major new features or functionality added to this or future versions, and any changes will be limited to bug fixes or minor feature additions necessary to facilitate customer needs until they can make the transition over to the new Qube UI.

From Qube 7.0 onwards, all major functionality encompassed in WranglerView is anticipated to have been ported over to the framework that the current ArtistView is built on. With some additional features added along the way, this will be known as the new Qube UI.

There may be new minor features added to the administration and wrangler-centric functionality of WranglerView as needed until such time as the new Qube UI achieves parity with current WranglerView functionality.

=====  
Highlighted 7.0 Changes  
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No direct database access in Qube 7.0  
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Due to the upcoming "Secure View" features in Qube, direct database access is no longer supported. Since database access is unavailable from any host except the supervisor, the following has been removed from WranglerView:

Administration->Database Maintenance menus have been removed. Database maintenance functionality will initially be provided via cmdline utilities, we are investigating integrating this into a supervisor-only UI.

The "memory usage" stats are no longer available. This was a statistic that was only available on linux workers and necessitated the installation of an additional data collector on all workers.

The "Performance Charts" are no longer available. These are being moved to the online system metrics system available on our online portal, and will be available in an upcoming version of Qube 7.

The "Banned Hosts" management tab is now unavailable; this was populated by a SQL query, conversion to an API query is in progress, and when this is complete this functionality will be restored.

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7.0-2 FEATURES AND FIXES  
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=====  
New features  
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<None>

=====  
Fixes

=====

@FIX: Windows users with upper-case characters in username can't register their passwords

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Changes in behavior

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<None>

-----  
7.0-1 FEATURES AND FIXES  
-----

=====

New features

=====

@NEW:Add support for C4D Take System into WranglerView

@NEW: add "setWidgetRequired" functionality, allow dynamically setting / unsetting the "required" attribute which sets the label text and the validator

@NEW: support new install dir of modo v12

=====

Fixes

=====

@FIX: WV writes database\_port=3300 into Windows supervisor config

@FIX: auto\_remove worker flag missing from worker config dialogs

@FIX modo\_cl executable widget always reverts to default value

@FIX:OSX WV built with Python 2.5, does not support string format()

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Changes in behavior

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<None>

-----  
7.0-0 FEATURES AND FIXES  
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=====

New features

=====

<None>

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Fixes

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@FIX: retrying work in WranglerView fails if work item name contains backslashes

@FIX: mayabatch V-Ray needs regular expression for rendered images

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Changes in behavior

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@CHANGE: remove mtor and XSI submission UI's, no longer supported

# WranglerView 6.10

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**6.10-1 FEATURES AND FIXES**  
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=====  
**New features**  
=====

@NEW add support for Maya 2018 release to WV batchRender UI

@NEW: add "setWidgetRequired" functionality, allow dynamically setting / unsetting the "required" attribute which sets the label text and the validator

@NEW: support new install dir of modo v12

@NEW: add support for AE CC 2018

@NEW:3DS Max 2018 Jobtype Support for WranglerView

@NEW: add V-Ray rendering support

=====  
**Fixes**  
=====

@FIX: -mr:v flag present in file batchRender

@FIX: auto\_remove worker flag missing from worker config dialogs

@FIX modo\_cl executable widget always reverts to default value

@FIX: 'renderman' and shake submission UI's still present in AV/WV despite being unsupported now

@FIX: Mtor and XSI submission UI's still present in AV/WV despite being unsupported now

@FIX:Sketchup script arg parsing

=====  
**Changes in behavior**  
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@CHANGE:remove references to 3DS Max 2008 and 2009  
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Highlighted 6.10 Features and Changes

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Better support for Adobe AfterEffects varied naming formats (CS6, CC, CC 2015.3, etc...)

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## 6.10-0 FEATURES AND FIXES

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### New features

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==== CL 18397 ====  
@NEW: AfterEffects cmdrange and AppFinder submission UI's now present a pull-down list of AE release names (CS 6, CC 2017, etc)

==== CL 18360 ====  
@NEW: add a column for the new "license provider" worker attribute  
@NEW: add "License Provider" filter widget to host list toolbar

==== CL 18303 ====  
@NEW: add support for "no\_defaults" job flag

==== CL 18299 ====  
@NEW: Add support for new "disable\_submit\_check" supervisor\_flag

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### Fixes

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==== CL 18359 ====  
@FIX: CC year not calculated properly for versions past 2015

==== CL 18358 ====  
@FIX: WV specifically submits with deferTableCreation disabled

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### Changes in behavior

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==== CL 18297 ====  
@CHANGE: don't need to be in "expert mode" to view frame range execution (single frame, chunk, partition) and chunk/partition size controls

==== CL 18359 ====  
@CHANGE: aerender jobs now use the python-based pyCmdline or pyCmdrange jobtypes instead of cmdline/cmdrange

## WranglerView 6.9

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=====

Upcoming END OF LIFE announcement for WranglerView

=====

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From Qube 7.0 onwards, all major functionality encompassed in WranglerView is anticipated to have been ported over to the framework that the current ArtistView is built on. With some additional features added along the way, this will be known as the new Qube UI.

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time as the new Qube UI achieves parity with current  
WranglerView functionality.

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6.9-2a FEATURES AND FIXES

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@SUMMARY: 6.9-2a is a patch release of 6.9-2, and includes the following fixes.

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New features

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< None >

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Fixes

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==== CL 18606 ====

@SPEEDUP: cache worker\_path\_map instead of retrieving it every frame

==== CL 18235 ====

@FIX: if AfterEffects AppFinder submission UI is launched from WV, if "useCC\_year" is enabled by job defaults, the CC\_Year field was still disabled

==== CL 18224 ====

@FIX: 'CC Year' field is disabled at launch when started from inside AfterEffects

==== CL 18204 ====

@FIX: nukescript path double-quoted when it contains spaces and wrapped in QB\_CONVERT

==== CL 17886 ====

@FIX: QuickSupport download link invalid in WranglerView

==== CL 17839 ====

@FIX: 3dsMax jobs using mentalray satellite rendering (DBR) don't wait for all satellites to start up before beginning - missing the "grid" job flag

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Changes in behavior

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@CHANGE: support resubmission of individual agenda items for jobtypes that don't have a registered submission UI.

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6.9-2 FEATURES AND FIXES

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@SUMMARY: This is a maintenance release of 6.9. No changes has been made to WV since 6.9-1.

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6.9-1 FEATURES AND FIXES

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@SUMMARY: This is a maintenance release of 6.9, and includes a number of fixes and improvements to 6.9-0. Recommended upgrade for all 6.9 customers.

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New features

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==== CL 17679 ====

@NEW: Add EMLRL (ENABLE\_MAYA\_LEGACY\_RENDER\_LAYERS) checkbox to Maya BatchRender submission UI

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Fixes

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==== CL 17694 ====

@FIX: Omit "-m" flag when rendering on all cores

==== CL 17678 ====

@FIX: Append row when there are no empty rows in grid

==== CL 17666 ====

@FIX: can't set status of submitted job to "blocked" with "--submitDict"

==== CL 17609 ====

@FIX: -oimage and -omultipass options do not have path conversion applied in C4D AppFinder job submission cmdline

==== CL 17603 ====

@FIX: NukePath not being properly set with default value set in WV preferences

==== CL 17518 ====

@FIX: File "qbCache.pyo", line 1847, in getLogOutput - KeyError: '202'

==== CL 17423 ====

@FIX: Added check for empty scene files, exit script if no geometry found

==== CL 17358 ====

@FIX: default user can't remove their own jobs: userHasQubePermission: Unknown Qube user permission: "remove"

@FIX: non-admin users should only be permitted to remove jobs that are either complete, failed, or killed

==== CL 17323 ====

@FIX: right-click on WV job list is slow on Windows

==== CL 17315 ====

@FIX: in getLogOutput "KeyError: <jobid>"

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6.9-0c FEATURES AND FIXES  
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This is a WV-only release to roll-up bug fixes that were impacting several customers

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New features

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< None >

=====

Fixes

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==== CL 17323 ====

@FIX: default user can't remove their own jobs: userHasQubePermission: Unknown Qube user permission: "remove"

@FIX: non-admin users should only be permitted to remove jobs that are either complete, failed, or killed

==== CL 17323 ====

@FIX: right-click on WV job list is slow on Windows

=====

Changes in behavior

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==== CL 17339 ====

@CHANGE: WV will exit at startup when running against a supervisor from an older major/minor version

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6.9-0b FEATURES AND FIXES  
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This is a AV/WV-only release to fix a launch-time crash/exception bug.

=====  
New features  
=====  
< None >

=====  
Fixes  
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Rebuilt against patched Python API to fix an issue launching the GUI.

==== CL 17083 ====  
@FIX: Python API: qbbing(asDict=True) crashes when used against older (pre-6.9) supe

Among other things, this was causing WV to crash and AV to note an exception (but not crash) when starting up with an older supervisor.

JIRA: QUBE-2084

=====  
Changes in behavior  
=====  
< None >

=====  
Highlighted 6.9 Features and Changes  
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No major new features or changes are present in this release.

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6.9-0 FEATURES AND FIXES  
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=====  
New features  
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==== CL 16971 ====  
@NEW: Add support for multi-channel EXR's to Modo UI in WV

==== CL 16911 ====  
@NEW: Maya 2017 support for the maya\_mray\_textbake and mayabatch simplecmds

==== CL 16854 ====  
@NEW: 3DS Max 2017 Jobtype Support for WranglerView

==== CL 16499 ====  
@NEW: add support for Maya 2016.5 (Extension 2) to simplecmds/maya\_mray\_textbake.py  
@NEW: add support for Maya 2016 and 2016.5 (Extension 2) to simplecmds/submit\_mray.py

==== CL 16093 ====  
@NEW: add installation/setup and usage doc for the Maya-mentalray texture bake job  
JIRA: QUBE-1463  
ZD: 15255

==== CL 16054 ====  
@NEW: add support for Maya 2016.5 (Extension 2) to maya batchRender jobs in WV

==== CL 15995 ====  
@NEW: maya turtlebake is now agenda-based, multiple bakeLayers can be processed concurrently by different instances

==== CL 15776 ====  
@NEW add support for Maya turtlebake batch renderer

==== CL 15765 ====  
@NEW: Support new (as of v10) Modo version naming convention

==== CL 15575 ====

@NEW: add data integrity check for jobs that have been in a "registering" state for more than 1 hour

=====  
Fixes  
=====

==== CL 16640 ====

@FIX: setting defaults for flightCheck values results in a corrupted value

==== CL 16600 ====

@FIX: C4D jobs with spaces in either image output or multipass output render directories fail, paths need quoting  
@FIX: path conversion not applied to -oimage and -omultipass options

==== CL 16519 ====

@FIX: WV doesn't raise an error dialog when the supervisor rejects a job due to an invalid host groups value

==== CL 16383 ====

@FIX: "browse output dirs" and "open job log dir" doesn't work on Ubuntu

==== CL 16081 ====

@FIX: global resources are not populating the reservation 'Browse' dialog when submission UI's are launched outside of WV itself, ie. launched stand-alone from within a 3rd-party application

==== CL 16075 ====

@FIX: maya batchrender resubmission does not set the thread count in the command-line

==== CL 16014 ====

@FIX: properly quote -im value if it contains spaces  
@FIX: properly escape -im value if it contains angle-brackets and -rfs option is in use on Windows

==== CL 16000 ====

@FIX: use of "-rfs" option combined with the use of angle brackets (<>) in the image name on Windows results in a command-line which will not start

==== CL 15998 ====

@FIX: catch case where auto-generated maya batch UI's attempt to set the default value for an integer field.

==== CL 15997 ====

@FIX: add support for an -rfs value of 0

==== CL 15995 ====

@FIX: -renderThreads control now hidden and not used, turtlebake renderer has a bug either parsing or supporting this argument

==== CL 15967 ====

@FIX: Min File Size maximum value is too small at 100KB, increased to 100MB

==== CL 15928 ====

@FIX: use of '-rfs' (renumber frame start) maya batchRender option fails on Windows

==== CL 15911 ====

@FIX: permissions-aware context menus don't respect WV's supervisor override

==== CL 15905 ====

@FIX: WranglerView -> View -> "SearchFilter: Dependent Jobs" does not show expected results

==== CL 15887 ====

@FIX: malformed job with NULL values in 'lastupdate', 'timestart', 'timesubmit', 'timecomplete' fields crashes WV

==== CL 15854 ====

@FIX: scenefile path in Maya batch "appFindier" jobs is erroneously double-quoted when it contains spaces

==== CL 15828 ====

@FIX: nuke loadOnce jobs fail to load the nuke script, script path is unquoted in nuke.scriptOpen()

==== CL 15789 ====

@FIX: KeyError: 'cmdTemplate' when Maya BatchRender "rfs" option (Renummer Start Frame) is set to a positive number

==== CL 15767 ====

@FIX: --submitJobtype argument fails to launch a submission window

==== CL 15762 ====

@FIX: Modo in-app submission on Windows fails with "[Error 2] The system cannot find the file specified"

==== CL 15710 ====

@FIX: retrying individual frames doesn't retry any instances on dependent frames

==== CL 15695 ====

@FIX: "Check for inactive jobs with running work" data integrity check should ignore jobs in a dying state

==== CL 15627 ====

@FIX: WV job context menu items are disabled if a qube user has been granted the synthetic "all" permissions set without also being a qube admin

==== CL 15584 ====

@FIX: "CC year" field is disabled even when the "Use CC Year" field is enabled

==== CL 15572 ====

@FIX: "Check for missing tables" data integrity check should ignore jobs in a registering state

==== CL 15538 ====

@FIX: 3ds Max stdout includes UTF-16le encoding, logs appear truncated

==== CL 15430 ====

@FIX: paths in outputPaths are double-quoted if the -oimage or -omultipass arguments contain spaces

==== CL 15377 ====

@FIX: maya\_mray\_textbake.py missing from WranglerView build

==== CL 15348 ====

@FIX: submission from inside AfterEffects CC 2015 shows "2014" in the submission UI's "CC year" version field

==== CL 15344 ====

@FIX: AV C4D "Windows workers" - "No such file or directory: "C:\Users\briank\Desktop\test.pkl"

=====  
Changes in behavior  
=====

==== CL 16575 ====

@CHANGE: show host for pending instance when job flag "host\_list" is set

==== CL 16383 ====

@CHANGE: remove non-functional "browse output dirs" in job instance context menu

==== CL 15995 ====

@CHANGE: bakeLayer is now a required field, defaults to "all"

==== CL 15928 ====

@CHANGE: Maya BatchRender jobs now use the python-based pyCmdrange jobtype, the means that Python must be installed on the workers to run Maya BatchRender jobs from this point onwards

==== CL 15627 ====

@CHANGE: permissions list is sorted in WV's User Permissions view

==== CL 15538 ====

@CHANGE: start 3dsmaxcmd.exe with a wrapper when running 3ds Max 2016 or later

==== CL 15344 ====

@CHANGE: clean up .pkl file after submit  
@CHANGE: print submission UI launch command to C4D python console

## WranglerView 6.8

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=====  
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6.8-4 FEATURES AND FIXES  
-----  
=====

=====  
New features  
=====

==== CL 16499 ====  
@NEW: add support for Maya 2016.5 (Extension 2) to simplecmds/maya\_mray\_texbake.py  
@NEW: add support for Maya 2016 and 2016.5 (Extension 2) to simplecmds/submit\_mray.py

=====  
Fixes  
=====

==== CL 16639 ====  
@FIX: setting defaults for flightCheck values results in a corrupted value

==== CL 16600 ====  
@FIX: C4D jobs with spaces in either image output or multipass output render directories fail, paths need quoting  
@FIX: path conversion not applied to -oimage and -omultipass options

==== CL 16519 ====  
@FIX: WV doesn't raise an error dialog when the supervisor rejects a job due to an invalid host groups value

==== CL 16383 ====  
@FIX: "browse output dirs" and "open job log dir" doesn't work on Ubuntu

=====  
Changes in behavior  
=====

==== CL 16575 ====  
@CHANGE: show host for pending instance when job flag "host\_list" is set

==== CL 16383 ====

@CHANGE: remove non-functional "browse output dirs" in job instance context menu

-----  
6.8-3a FEATURES AND FIXES  
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The 6.8-3a release was released to fix an issue on Linux where the 'Browse output dirs' and 'Open job log dir' job and frame context menus did not launch a file browser.

It also serves as a "roll-up" for all the incremental fixes since the 6.8-3 release.

=====  
New features  
=====

==== CL 16093 ====

@NEW: add installation/setup and usage doc for the Maya-mentalray texture bake job

==== CL 16054 ====

@NEW: add support for Maya 2016.5 (Extension 2) to maya batchRender jobs in WV

==== CL 15995 ====

@NEW: maya turtlebake is now agenda-based, multiple bakeLayers can be processed concurrently by different instances

=====  
Fixes  
=====

==== CL 16383 ====

@FIX: "browse output dirs" and "open job log dir" don't work on Ubuntu 12.0.4

==== CL 16081 ====

@FIX: global resources are not populating the reservation 'Browse' dialog when submission UI's are launched outside of WV itself, ie. launched stand-alone from within a 3rd-party application

==== CL 16075 ====

@FIX: maya batchrender resubmission does not set the thread count in the command-line

==== CL 16054 ====

@NEW: add support for Maya 2016.5 (Extension 2) to maya batchRender jobs in WV

==== CL 15995 ====

@FIX: -renderThreads control now hidden and not used, turtlebake renderer has a bug either parsing or supporting this argument

=====  
Changes in behavior  
=====

==== CL 16383 ====

@CHANGE: remove non-functional "browse output dirs" in job instance context menu

==== CL 15995 ====

@CHANGE: bakeLayer is now a required field, defaults to "all"

-----  
6.8-3 FEATURES AND FIXES  
-----

=====  
New features  
=====

==== CL 15776 ====

@NEW add support for Maya turtlebake batch renderer

==== CL 15765 ====

@NEW: Support new (as of v10) Modo version naming convention

=====  
Fixes  
=====

==== CL 15967 ====

@FIX: Min File Size maximum value is too small at 100KB, increased to 100MB

==== CL 15911 ====

@FIX: permissions-aware context menus don't respect WV's supervisor override

==== CL 15095 ====

@FIX: WranglerView -> View -> "SearchFilter: Dependent Jobs" does not show expected results

==== CL 15887 ====

@FIX: malformed job with NULL values in 'lastupdate', 'timestart', 'timesubmit', 'timecomplete' fields crashes WV

==== CL 15856 ====

@FIX: scenefile path in Maya batch "appFindier" jobs is erroneously double-quoted when it contains spaces

==== CL 15791 ====

@FIX: KeyError: 'cmdTemplate' when Maya BatchRender "rfs" option (Renumber Start Frame) is set to a positive number

==== CL 15767 ====

@FIX: --submitJobtype argument fails to launch a submission window

==== CL 15762 ====

@FIX: Modo in-app submission on Windows fails with "[Error 2] The system cannot find the file specified"

==== CL 15710 ====

@FIX: retrying individual frames doesn't retry any instances on dependent frames

==== CL 15695 ====

@FIX: "Check for inactive jobs with running work" data integrity check should ignore jobs in a dying state

=====  
Changes in behavior  
=====

< None >

-----  
6.8-2 FEATURES AND FIXES  
-----

=====  
New features  
=====

==== CL 15577 ====

@NEW: add data integrity check for jobs that have been in a "registering" state for more than 1 hour

=====  
Fixes  
=====

==== CL 15627 ====

@FIX: WV job context menu items are disabled if a qube user has been granted the synthetic "all" permissions set without also being a qube admin

==== CL 15586 ====

@FIX: "CC year" field is disabled even when the "Use CC Year" field is enabled

==== CL 15574 ====

@FIX: "Check for missing tables" data integrity check should ignore jobs in a registering state

==== CL 15540 ====

@FIX: 3ds Max stdout includes UTF-16le encoding, logs appear truncated

=====  
Changes in behavior  
=====

==== CL 15627 ====

@CHANGE: permissions list is sorted in WV's User Permissions view

==== CL 15540 ====

@CHANGE: start 3dsmaxcmd.exe with a wrapper when running 3ds Max 2016 or later

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6.8-1a FEATURES AND FIXES  
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=====  
New features  
=====

< None >

=====  
Fixes  
=====

A Windows-only rebuild to fix the "local machine is Supervisor = False" condition seen at some sites.

-----  
6.8-1 FEATURES AND FIXES  
-----

=====  
New features  
=====

< None >

=====  
Fixes  
=====

==== CL 15430 ====

@FIX: paths in outputPaths are double-quoted if the -oimage or -omultipass arguments contain spaces (simplecmds/cinema4d.py)

==== CL 15429 ====

@FIX: paths in outputPaths are double-quoted if the -oimage or -omultipass arguments contain spaces (simplecmds/appFinder\_c4d.py)

==== CL 15377 ====

@FIX: maya\_mray\_textbake.py missing from WranglerView build

==== CL 15348 ====

@FIX: submission from inside AfterEffects CC 2015 shows "2014" in the submission UI's "CC year" version field

==== CL 15343 ====

@FIX: AV C4D "Windows workers" - "No such file or directory: "C:\Users\briank\Desktop\test.pkl"

=====  
Changes in behavior  
=====

==== CL 15343 ====

@CHANGE: clean up .pkl file after submit

@CHANGE: print submission UI launch command to C4D python console

=====  
Highlighted 6.8 Features and Changes  
=====

No major new features or changes are present in this release.

-----  
6.8-0 FEATURES AND FIXES  
-----

=====  
New features  
=====

==== CL 15025 ====  
@NEW: add build ID to the 'about' dialog

==== CL 14448 ====  
@NEW: add "Texture Bake" mental ray for Maya simplecmd and in-App UI.  
JIRA: QUBE-1116

==== CL 14277 ====  
@NEW: show the worker cluster in the instance list

=====  
Fixes  
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==== CL 14976 ====  
@FIX: upper limit on agenda and job instance timeouts increased from 100K to 1M

==== CL 14189 ====  
@FIX: handle OS names as returned by sys.platform when re-submitting jobs in the QubeExecPathBuilder widget

=====  
Changes in behavior  
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==== CL 14584 ====  
@CHANGE: rename original "VRED BatchRender" SimpleCmd which uses the VRED  
"viewpoints" to "VRED Viewpoint" in order to differentiate it from the new  
approach which uses the VRED Sequencer  
@NEW: add support for setting the render quality to something other than VR\_QUALITY\_RAYTRACING

==== CL 14276 ====  
@CHANGE: don't show hostnames for pending or blocked instances or frames

## WranglerView 6.7

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-----  
6.7-3 FEATURES AND FIXES  
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=====  
New features  
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< None >

=====  
Fixes  
=====

==== CL 15350 ====  
@FIX: submission from inside AfterEffects CC 2015 shows "2014" in the  
submission UI's "CC year" version field

==== CL 15021 ====

@FIX: AfterEffects frame ranges starting at greater than 0 and below 1000 can be shifted back to frame 0, but length is preserved

=====  
Changes in behavior  
=====

==== CL 15538 ====

@CHANGE: start 3dsmaxcmd.exe with a wrapper when running 3ds Max 2016 or later, handle Max 2016's new UTF-16le encoding in stdout

-----  
6.7-2a FEATURES AND FIXES  
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This patch was only made available on Windows.

6.7-2a was primarily released to address a build-related error that prevented WranglerView from starting on Windows Server 2008 SP2. It also incorporates changes made after the release of 6.7-2 that were originally intended for 6.7-3.

=====  
New features  
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==== CL 14607 ====

@NEW: add additional messages to regex\_errors for nuke cmdline and loadOnce jobs (CL 14597)

=====  
Fixes  
=====

==== CL 14799 ====

@FIX: Regex and wildcards broken in performance charts job name filter

==== CL 14725 ====

@FIX: upper limit on processors reservations set to 48; limit removed entirely

==== CL 14722 ====

@FIX: "Object of type function found where a Number, Array, or Property is needed" when submitting from inside AfterEffects CC 2015

==== CL 14720 ====

@FIX: Include output path regex for Blender jobs so Blender jobs properly report their output image(s).

==== CL 14711 ====

@FIX: job->interrupt not interrupting shortest-instance, not shortest-running work

==== CL 14607 ====

@FIX: ERROR: unable to successfully execute command "nuke.scriptOpen" - don't double-quote the path to the Nuke script (CL 14599)

=====  
Changes in behavior  
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==== CL 14607 ====

@CHANGE: starting up a pythonChildHandler to manage a "LoadOnce" application does not implicitly start the application, must now call the handler's start(), and pass server port number to the subprocess args. (CL 14598)

-----  
6.7-2 FEATURES AND FIXES  
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=====  
New features  
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==== CL 14561 ====

@NEW: add ability to not render on master for 3dsMax V-Ray DBR

==== CL 14550 ====

@NEW: ensure that job instance count is always at least one more than the minimum satellite count

==== CL 14510 ====

@NEW: add callbacks to the 3dsMax V-Ray DBR jobs that kill or fail all instances as soon as the master running on instance 0 is killed or failed

=====  
Fixes  
=====

==== CL 14543 ====

@FIX: Arnold submission fails when "abort if license check fails" is selected; KeyError: 'cmdline'

==== CL 14499 ====

@FIX: global resources are not displayed in the reservation's "browse" dialog if the "Resource Summary" is hidden by user preference

=====  
Changes in behavior  
=====

==== CL 14510 ====

@CHANGE: 3dsMax V-Ray DBR jobs can now start once all satellite instances are running, or the master node will "collect" satellite nodes for a set period of time and then start with less than the full complement; unstarted instances are immediately set to "complete" since they won't be able to contribute once the master has started the render

-----  
6.7-1c FEATURES AND FIXES  
-----

WranglerView 6.7-1c contains an optimization that delays the loading of the job logs when a job is selected unless the stdout/stderr log pane is showing. This allows the user to scroll through the job listing much quicker, and only when the log's panel is displayed in the right-hand pane are the job's logs loaded.

It also provides for better functionality for the (new since 6.7-0) "Log Size" column in the job and instance listings; when you select a job the log sizes for the job are calculated and displayed. If the log's panel is not visible, this allows the user to decide whether they wish to actually attempt to load the logs by displaying the log panel.

=====  
Fixes  
=====

==== CL 14482 ====

@FIX: modifying a job can result in the job's environment being cleared out entirely

==== CL 14454 ====

@FIX: performance tweak: don't fetch the job logs when selecting the job if the log pane is not shown

=====  
Changes in behavior  
=====

==== CL 14486 ====

@CHANGE: only fetch log sizes on job select, not at startup when logs are locally accessible

==== CL 14454 ====

@CHANGE: display the log sizes after the job is selected, can be done without retrieving the actual logs

-----  
6.7-1b FEATURES AND FIXES  
-----

WranglerView 6.7-1b contains an optimization uncovered by Andy Jones and Alon Gibli of PSYOP Los Angeles which affects performance when the log sections for individual frames get very large.

=====  
Fixes  
=====

==== CL 14445 ====

@FIX: apply Andy Jone's (Psyop LA) regex tweak to the section that trims text after "requesting work". Will benefit logs with very long per-frame sections.

==== CL 14443 ====

@FIX: don't make the "got work" regex greedy, it can cause a log application hang where the per-frame log data is very long; the time spent in the hang is actually invisible to the python profiler

-----  
6.7-1a FEATURES AND FIXES  
-----

WranglerView 6.7-1a is intended as a "roll-up" release, primarily intended to deliver the performance fix relating to jobs with large agendas, but also making available all changes since the 6.7-1 release

=====  
New features  
=====

==== CL 14337 ====

@NEW: add support for mentalray standalone 3.12.1

==== CL 14328 ====

@NEW: add OS X support to VRED Batchrender

==== CL 14264 ====

@NEW: add support for Modo 9, as well as Modo on linux  
@NEW: submission UI now has a "version picker" widget rather than a list of explicit versions

=====  
Fixes  
=====

==== CL 14441 ====

@FIX: when logs exceed size limit set in user pref \_and\_ logs are retrieved through the supervisor, the head of the log is truncated at the size limit instead of the middle portion of the logs being snipped out

==== CL 14437 ====

@FIX: additional changes necessary in order for the performance fix in CL 14434 to accommodate new log limit feature in 6.7  
@FIX: another performance improvement, tweak regex that trims the end of the per-frame logs

==== CL 14434 ====

@FIX: severe performance impact to WV when loading logs for jobs with longer agendas (500+ frames), regardless of length of the actual logs

==== CL 14413 ====

@FIX: Frames and Chunks columns sort as strings, not integer values: 1, 10, 2, 203, 9...

==== CL 14233 ====

@FIX: catch case where V-Ray spawner port and range has defaults set to 0  
@FIX: enable V-RaySpawner port and range controls on resubmission

=====  
Changes in behavior  
=====

==== CL 14394 ====  
@CHANGE: don't evaluate up- or downstream dependencies if the "dependency graph" is hidden by user preferences

-----  
6.7-1 FEATURES AND FIXES  
-----

=====  
New features  
=====

< None >

=====  
Fixes  
=====

==== CL 14073 ====  
@FIX: frame logs when run more than once on multiple instances are not sorted chronologically, but by instance ID, sometimes resulting in out-of-order per-frame log data in WranglerView

==== CL 14056 ====  
@FIX: ZeroDivisionError when a global resource is defined with a total of 0 resources

==== CL 14046 ====  
@FIX: can't properly shut down the supervisor (or detect if it's even actually running) when an OS X supervisor has "supervisor" in the hostname

==== CL 13946 ====  
@FIX: preference for c4dExe value ignored in C4D AppFinder submission UI

=====  
Changes in behavior  
=====

==== CL 14083 ====  
@CHANGE: 'log size' feature doesn't pre-fetch the log sizes unless the logs are locally accessible via client\_log\_path

==== CL 14073 ====  
@CHANGE: print a delineating space between successive runs of an agenda item when viewer per-frame logs, helps to see where it restarts

==== CL 14048 ====  
@CHANGE: shut down OSX worker service with launchctl instead of "killall"

==== CL 14044 ====  
@CHANGE: default 3dsMax jobs reservation to host.processors=1+

==== CL 14038 ====  
@CHANGE: expose the 'hostorder' in the 'worker selection' criteria section of the Job Properties pane if the job has a hostorder value set

-----  
6.7-0 FEATURES AND FIXES  
-----

=====  
New features  
=====

==== CL 13884 ====

@NEW: add jobList column to show instance count high-water mark, label it "Instances"

==== CL 13869 ====

@NEW: add support for new 'registering' status to WranglerView

==== CL 13866 ====

@NEW: context menus in user permission layout are now aware of group permissions

==== CL 13852 ====

@NEW: add ability to hide 'Running Instances' tab, suppresses the fetching of job detail data for all running jobs.

==== CL 13835 ====

@NEW: size of the logs fetched is limited by a WranglerView preference, if log exceeds this size, head & tail are returned with the middle portion snipped out. Defaults to 1MB which seems small at first glance, but that's usually over 10,000 lines

@NEW: show total job log size (disk space in use for logs) in WranglerView

==== CL 13818 ====

@NEW: add 3dsMax 2016 support to WranglerView

==== CL 13815 ====

@NEW: add Maya 2016 support to WranglerView

==== CL 13665 ====

@NEW: add environment widget to modification dialog

==== CL 13656 ====

@NEW: add an easy way to set a job to only run on 'empty' hosts

==== CL 13224 ====

@NEW: add ability for user to add up to 3 attribute-specific searchFilter widgets to job and worker views

==== CL 13066 ====

@NEW: Add SketchUp batch-render integration as an AppFinder job

==== CL 13064 ====

@NEW: add a FloatRangeValidator class

==== CL 13062 ====

@NEW: SpinCtrlDialog: a dialog that prompts the user to select an integer value from a spinCtrl. Supports min & max, max is optional.

=====  
Fixes  
=====

==== CL 13890 ====

@FIX: performance speedup: don't update the 'running instances' internal data map if the view isn't show

@FIX: performance speedup: only get new values for job and host "filter widgets" when cache is cleared or prefs have changed

==== CL 13876 ====

@FIX: Metajob panel shows ET of 5000+ days when at least on job in the pgrp has never started

==== CL 13874 ====

@FIX: "NameError: global name 'resultingJob' is not defined" when blocking a non-agenda-based job in the jobList

==== CL 13702 ====

@FIX: WV always modifies jobs, even if no values have changed due to thinking that 'max\_cpus' value has always changed

==== CL 13060 ====

@FIX: double-quote any paths wrapped in QB\_CONVERT\_PATH if the path contains spaces.

=====  
Changes in behavior  
=====

==== CL 13884 ====

@CHANGE: rename jobList "Instances" column (which shows the count for running/primary) to 'Running'

==== CL 13835 ====

@CHANGE: when the job is selected in the jobList, only show the logs for the first job instance (instance 0)

==== CL 13735 ====

@CHANGE: V-Ray DBR jobs in 3dsMax can now start immediately, hosts can join in as they become available

==== CL 13064 ====

@CHANGE: IntRangeValidator "max" value is now optional

## WranglerView 6.6

---

### ----- 6.6-4c FEATURES AND FIXES -----

WranglerView 6.6-4c contains an optimization that delays the loading of the job logs when a job is selected unless the stdout/stderr log pane is showing. This allows the user to scroll through the job listing much quicker, and only when the log's panel is displayed in the right-hand pane are the job's logs loaded.

=====

Fixes

=====

==== CL 14470 ====

@FIX: VRED submission fails if there is a space in the Render Directory

==== CL 14469 ====

@FIX: backport "delayed log loading" optimization from 6.7-1c to 6.6-4

==== CL 14465 ====

@FIX: qbCache.py:1751 - "TypeError: 'int' object is unsubscriptable" when displaying stdout log panel for running job when selected frame has just started

### ----- 6.6-4b FEATURES AND FIXES -----

WranglerView 6.6-4b contains an optimization uncovered by Andy Jones and Alon Gibli of PSYOP Los Angeles which affects performance when the log sections for individual frames get very large.

=====

Fixes

=====

@FIX: integrate all post-1a-release performance tweaks found in 6.7 back into 6.6

\* CL 14436 - @FIX: another performance improvement, tweak regex that trims the end of the per-frame logs

\* CL 14450 - @FIX: don't make the "got work" regex greedy, it can cause a log application hang where the per-frame log data is very long; the time spent in the hang is actually invisible to the python profiler

\* CL 14451 - @FIX: apply regex tweak to the section that trims text after "requesting work". Will benefit logs with very long per-frame sections.

### ----- 6.6-4a FEATURES AND FIXES -----

=====

New features

=====

==== CL 14400 ====

@NEW: add ability to show/hide "Resource Summary" tab by user preference

@NEW: "Resource Summary" hidden by default

=====

## Fixes

=====

==== CL 14414 ====

@FIX: severe performance impact to WV when loading logs for jobs with longer agendas (500+ frames), regardless of length of the actual logs

==== CL 14411 ====

@FIX: Frames and Chunks columns sort as strings, not integer values: 1, 10, 2, 203, 9...

==== CL 14184 ====

@FIX: use version-agnostic URL to on-line qube documentation, reflects moving the docs to the QUBE space in confluence

=====

## Changes in behavior

=====

==== CL 14392 ====

@CHANGE: don't evaluate up- or downstream dependencies if the "dependency graph" is hidden by user preferences

## 6.6-4 FEATURES AND FIXES

=====

### New features

=====

==== CL 14013 ====

@NEW: add ability to hide 'Running Instances' tab, suppresses the fetching of job detail data for all running jobs.

==== CL 13739 ====

@NEW: Maxwell 3 compatibility

==== CL 13641 ====

@NEW: Add support for custom frame ranges in AfterEffect renderQueue items "render settings"

=====

## Fixes

=====

==== CL 14090 ====

@FIX: don't wrap empty paths in QB\_CONVERT\_PATH

==== CL 14086 ====

@FIX: supplying an outputPath but no renderQueueIndex or compName results in '-output' with no path in the job's command-line

==== CL 14062 ====

@FIX: frame logs when run more than once on multiple instances are not sorted chronologically, but by instance ID, sometimes resulting in out-of-order per-frame log data in WranglerView

==== CL 14059 ====

@FIX: "AttributeError: 'NoneType' object has no attribute 'count'" message when submitting an AfterEffects from outside of AE and not specifying the outputPath

==== CL 14054 ====

@FIX: ZeroDivisionError when a global resource is defined with a total of 0 resources

==== CL 14019 ====

@FIX: additional performance optimization relating to job and host filter widgets, avoid getting distinct values for widgets not shown

==== CL 13803 ====

@FIX: submission UI should use supervisor\_default\_hostorder if set, not hard-coded value

==== CL 13710 ====

@FIX: 'Kill' option greyed out for a job in the 'waiting' state

==== CL 13688 ====

@FIX: Fix issue on support for OSX 10.10 where WV would not start if /etc/hostconfig was missing.

==== CL 13686 ====  
@FIX: is supervisor\_max\_cpus\_limit == -1, the WV max\_cpus field can't be set to anything other than -1

==== CL 13684 ====  
@FIX: memory reservation widget upper limit was 10G, new limit is 512G

==== CL 13661 ====  
@FIX: editing some supervisor\_\* parameters triggering a supervisor restart when a reread would be sufficient

==== CL 13641 ====  
@FIX: custom frame ranges in AfterEffects being ignored in favour of comp work area range

==== CL 13535 ====  
@FIX: retrywork\_delay missing from job modification dialog

==== CL 13530 ====  
@FIX: AE CC 2014.2 - to avoid float frame numbers (e.g., 134.00003456789) truncate (round down) start- and end-frame values. This seems to match AE's internal behavior with aerender.

==== CL 13499 ====  
@FIX: don't render C4D multi-pass output if 'Multi-Pass' is not enabled in the render settings

==== CL 13408 ====  
@FIX: don't automatically set the job's requirements if using a 'kind' value

=====  
Changes in behavior  
=====

==== CL 14062 ====  
@CHANGE: print a delineating space between successive runs of an agenda item when viewer per-frame logs, helps to see where it restarts

==== CL 13715 ====  
@CHANGE: add VRED scene name to the job name when the scene file is selected

==== CL 13686 ====  
@CHANGE: default max\_instances to the lesser of either supervisor\_max\_cpus\_limit or 200 (default to 200 if no upper limit defined in the supervisor

==== CL 13641 ====  
@CHANGE: a different approach for determining start and end frames using AfterEffects "timeToCurrentFormat()" function

-----  
**6.6-3 FEATURES AND FIXES**  
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=====  
**New features**  
=====

==== CL 13300 ====  
@NEW: add support for VRED In-App submission

==== CL 13263 ====  
@NEW: add support for a pyCmdrange-based VRED job

==== CL 13068 ====  
@NEW: Add SketchUp batch-render integration as an AppFinder job

==== CL 13323 ====  
@NEW: add ability for user to add up to 3 attribute-specific searchFilter widgets to job and worker views

==== CL 13325 ====  
@NEW: expose the "SimpleCmd Additional Paths" as both a command-line argument and an environment variable

\* QUBEGUI\_SIMPLECMD\_PATHS environment variable can contain multiple paths, separated with the OS-normal path separator  
\* WV command-line argument "--simplecmdpath <dir>" can be supplied multiple times  
\* use of --simplecmdpath will override the QUBEGUI\_SIMPLECMD\_PATHS environment variable  
\* directories specified in the WV's user preference "Additional SimpleCmd Additional Paths" are preserved, but searched last

==== CL 13257 ====

@NEW: convert all C4D in-app submissions to using the new "--submitPkl" approach, avoid quoting issues encountered with "--submitDict"

==== CL 13287 ====

@NEW: when using the --submitPkl option, the pickle file is deleted after it's loaded unless the --debug flag is also used

==== CL 13282 ====

@NEW: path conversion applied during 'execute in local shell'  
@NEW: 'execute in local shell' supported in pyCmdline and pyCmdrange jobtypes

==== CL 13278 ====

@NEW: instruct supervisor to re-read qb.conf for parameters that support re-read instead of a restart

==== CL 13065 ====

@NEW: add a FloatRangeValidator class

=====  
Fixes

=====  
==== CL 13408 ====

@FIX: don't automatically set the job's requirements if using a 'kind' value

==== CL 13403 ====

@FIX: VRED job defaults (notably VRED\_executable) not being passed through to submission UI launched by web browser

==== CL 13399 ====

@FIX: VRED in-app submission UI intermittently not opening on Windows, ensure that the job pickle file is always written in ASCII format

==== CL 13393 ====

@FIX: use the job defaults if defined instead of the local AfterEffects version when submitting from inside AE

==== CL 13360 ====

@FIX: support 'use all cores' for Maya LoadOnce mentalray renders

==== CL 13344 ====

@FIX: mentalray for maya 2012 and later only supports 4 slaves

==== CL 13333 ====

@FIX: job tag fields always show "unknown" in MetaJob view (pgrp list)

==== CL 13329 ====

@FIX: SketchUp submission job name field not populated when submitted from inside SketchUp

@FIX: filename of the rendered image is malformed when no '#' are used for padding in the image\_basename, ended up with double-periods "..", image path was incorrect as well in WV's outputPath, preventing preview of the rendered image.

@FIX: 'render directory' browser now opens in the same directory as the .skp model file.

==== CL 13327 ====

@FIX: remove trailing space from WV's view of rendered image name

==== CL 13317 ====

@FIX: Error: in calculateStatus - ValueError: list.index(x): x not in list

==== CL 13310 ====

@FIX: duplicate menu module in simpleCmd additionalPaths directory results in duplicate menu items rather than overriding the stock ones

==== CL 13291 ====

@FIX: for some jobs, the modify dialog shows -1 for 'Frame Timeout' when it's actually set

==== CL 13282 ====  
@FIX: 'execute in local shell' fails due to paths wrapped in QB\_CONVERT\_PATH()

==== CL 13280 ====  
@FIX: display WV command-line options in a scrolled message dialog

==== CL 13273 ====  
@FIX: select the non-interpreted path to WV on OS X  
@FIX: set the qube\_menu file to read-write after copy is complete

==== CL 13269 ====  
@FIX: printing "--help" message shouldn't entail try to contact the supervisor  
@COSMETIC: fix typo in help message for --serverthreads argument

==== CL 13071 ====  
@FIX: per-frame logs contain sections for all frames, not just the selected frame. Bug introduced in 6.6-2 release

=====  
Changes in behavior  
=====

==== CL 13360 ====  
@CHANGE: expose 'use all cores' widget in maya submission UI

==== CL 13344 ====  
@CHANGE: selecting mentalray DBR sets upper limit on job.cpus, sets instance count to max.

==== CL 13338 ====  
@CHANGE: hide generic 'specific thread count' controls when supervisor is running Designer licenses

==== CL 13278 ====  
@CHANGE: only restart a service if a changed configuration parameter affects it, don't restart unnecessarily

==== CL 13065 ====  
@CHANGE: IntRangeValidator "max" value is now optional

-----  
6.6-2a FEATURES AND FIXES  
-----

=====  
Fixes  
=====

==== CL 13071 ====  
@FIX: per-frame logs contain sections for all frames, not just the selected frame. Bug introduced in 6.6-2 release

-----  
6.6-2 FEATURES AND FIXES  
-----

=====  
New features  
=====

==== CL 12909 ====  
@NEW: expose database\_\* parameters in configuration dialog

==== CL 12991 ====  
@COSMETIC: add supervisor version and license type (Designer/Unlimited) to WranglerView title bar

==== CL 13025 ====  
@COSMETIC: add license\_type information ("Unlimited", "Designer") to 'About' and 'Ping Supervisor' dialogs

==== CL 13028 ====  
@NEW: add per-hostgroup charting to PerformanceCharts->Farm Utilization

=====  
Fixes

==== CL 13011 ====

@FIX: modifying a pre-6.6 job in 6.6 WranglerView with 'Query SQL' enabled in the prefs results in "ValueError: invalid literal for int() with base 10: 'None'"

==== CL 12981 ====

@FIX: pass '-verbose 5' to the mayabatch mentalray command-line, despite it being the default value (always use this value, default values are normally not passed on)

==== CL 12969 ====

@FIX: job instance imelines do not stop tracking when the job ends

==== CL 12953 ====

@FIX: Include libraries for MSVC2010 against which the included qb module is compiled - this should resolve an issue launching WranglerView on some versions of Windows.

==== CL 12911 ====

@FIX: "ImportError: No module named modo": modo AppUI directory missing from Windows build

=====  
Changes in behavior

==== CL 12977 ====

@CHANGE: context menus are disabled when [default] is selected in user permissions view

-----  
6.6-1a FEATURES AND FIXES  
-----

=====  
The 6.6-1a patch was only released on Windows to address an issue that prevented WranglerView from starting on Windows Server 2008, Windows Server 2012, and a few cases on Windows 7 Professional.

The issue was related to the building of the WranglerView executable for release and not code internal to WranglerView itself.

=====  
New features

==== CL 12909 ====

@NEW: expose database\_\* parameters in configuration dialog

=====  
Fixes

==== CL 12911 ====

@FIX: "ImportError: No module named modo": modo AppUI directory missing from Windows build

-----  
6.6-1 FEATURES AND FIXES  
-----

=====  
Fixes

==== CL 12828 ====

@FIX: reservations 'Browse' button does nothing when no global resources are defined

=====  
Changes in behavior

==== CL 12824 ====

@COSMETIC: worker\_path\_map and worker\_drive\_map values are printed as a list of key/value pairs instead of a long string

-----  
6.6-0 FEATURES AND FIXES  
-----

=====  
New features  
=====

==== CL 12729 ====

@NEW: add smartShare parameters to Supervisor config dialog

==== CL 12771 ====

@NEW: add support for Adobe's CC <year> naming scheme, eg. "CC 2014"

==== CL 12592 ====

@NEW: add support for Autodesk 2015 - Maya

@NEW: includes submission interface for new 'maya hardware renderer 2' for rendering bifrost simulations

@NEW: includes new options for the mentalray renderer

==== CL 12591 ====

@NEW: add support for Autodesk 2015 - 3dsMax

==== CL 12590 ====

@NEW: add support for Autodesk 2015 - XSI

==== CL 12575 ====

@NEW: Add job context menu item for copying ID's of selected jobs to the clipboard

==== CL 12571 ====

@NEW: supervisor and worker stop/start/enable/disable menu items only enabled for root user on linux

==== CL 12558 ====

@NEW: scheduled locking can optionally purge jobs when locking

@NEW: Windows watchdog locking can optionally purge jobs when locking

@NEW: Windows watchdog locking timeout value can be user-defined

==== CL 12569 ====

@NEW:Support for Ubuntu

==== CL 12564 ====

@NEW: add render thread control group to Nuke LoadOnce submission UI

==== CL 12605 ====

@NEW: add additional messages to regex\_errors for nuke cmdline and loadOnce jobs

==== CL 12483 ====

@NEW: add 'ip address' column to instance list in job view

==== CL 12430 ====

@NEW: expose 'shove' operation in job context menu, only enabled if user has Qube admin privilege

==== CL 12310 ====

@NEW: add support for new 'exiting' status

==== CL 12271 ====

@NEW: add 'retrying' and 'failing' pseudo-states for running jobs that have either failed or running frames that have been automatically retried

==== CL 12213 ====

@NEW:expose frame/subjob timeout, retry, etc in modify dialog

==== CL 12145 ====

@NEW: add support for Arnold to maya BatchRender submissions, supports outputPaths

==== CL 12136 ====

@NEW: a jobtype for Modo which uses a "cmdrange-like" behavior, writes out a modo command-file for each agenda item and redirects that file into the modo\_cl executable. Support single-frame, chunking, and frame partitions

==== CL 12004 ====

@NEW: add support for remote worker commands (startup/shutdown/sleep/wake) via a customer's pre-existing IPMI framework

==== CL 12003 ====

@NEW: "Browse" buttons for reservations should show global options

==== CL 11995 ====

@NEW: Add db data integrity checks to WV->Admin menu, log progress and results to a floating window

==== CL 11966 ====

@NEW: add support for Arnold standalone rendering using SolidAngle's 'kick' utility

@NEW: show rendered output from Arnold renders in Maya

==== CL 11939 ====

@NEW: Add "block until <time>" field to simpleCmd

=====  
Fixes

=====  
==== CL 12458 ====

@FIX: regex\_\* fields missing from pyCmdline & pyCmdrange submission UI's.

==== CL 12531 ====

@FIX: speed up data aggregation for global resource charting, 900,000 record test was reduced from 4 minutes to 12 seconds.

==== CL 12533 ====

@FIX: speed up data warehouse queries for Running and Pending charts  
@CHANGE: print record counts for data warehouse queries in log pane.

==== CL 12534 ====

@FIX: AttributeError: 'GlobalResourceUsageQuery' object has no attribute 'dataPeriodTablesExists', occurs when a only a single resource is selected to be charted

==== CL 12562 ====

@FIX: OS choice control not visible in Nuke submission UI's execPathBuilder widget

==== CL 12564 ====

@FIX: nuke thread count should update when 'slots = threads' control is checked, not just when slot/thread count is changed

==== CL 12566 ====

@FIX: failure when backing up or creating a new version of a config file should raise an error dialog, rather than just print the error to the WV logPane.

==== CL 12571 ====

@FIX: support Ubuntu use of update-rc.d to control supervisor and worker daemons

==== CL 12676 ====

@FIX: "IndexError: list index out of range" during the parsing of a job log, crashes requestQueue

==== CL 12680 ====

@FIX: 'KeyError' when the job dependency graph is enabled and refreshing jobList with a job selected which has a dependent job which is no longer in Qube.

==== CL 12682 ====

@FIX: 'KeyError' when the job dependency graph is enabled and refreshing jobList with a job selected which has a dependent job which is no longer in Qube.

==== CL 12697 ====

@FIX: Qube Worker service erroneously detected as running on OS X due to Chrome having a process with "--type=worker" argument

@FIX: Qube Worker service can't start on OS X unless it's also set to auto-start

==== CL 12706 ====

@FIX: catch another case of "IndexError: list index out of range" during the parsing of a job log, crashes requestQueue

=====  
Changes in behavior

=====  
==== CL 12474 ====

@CHANGE: update pyNuke jobtype backend to use new pythonChild framework that runs on all 3 platforms

@CHANGE: update pyNuke frontend, add 'thread count' and license expiry messages to regex\_highlights

==== CL 12507 ====

@CHANGE: set displayed length limit for both job and instance logs to 30MB  
ZD: 11075

==== CL 12543 ====

@CHANGE: All values for file and directory controls in submitted SimpleCmd jobs (cmdline, cmdrange, pyCmdline, pyCmdrange & all jobs with SimpleCmdType set in package) are now wrapped in QB\_CONVERT\_PATH()

==== CL 12539 ====

@CHANGE: upgrade WX version on Windows from 2.8.11.0 -> 2.9.5.0

==== CL 12558 ====

@CHANGE: "Scheduled locking" now locks all slots  
@CHANGE: "Windows Watchdog locking" now locks all slots

==== CL 12651 ====

@CHANGE: mxi cleanup operation deletes all but the target (merged) .mxi, uses a (required) external script

==== CL 12652 ====

@CHANGE: if bit depth specified in Maxwell render job, pass this bit depth value to the mximerge job

==== CL 12703 ====

@CHANGE: remove all references to 'expand' job flag, job expansion is replaced by new smartShare feature

==== CL 12706 ====

@CHANGE: suppress printing of "Checking for uniqueness", move to debug logging level

==== CL 12729 ====

@CHANGE: removed deprecated supervisor\_flag "stub\_optimize" from the list of presented choices  
@CHANGE: group supervisor config params in config dialog into functional groups; commonly-changed, smartShare, user limits, email, advanced (uncommon), etc

==== CL 12777 ====

@CHANGE: 'Clear Defaults' now saves the prefs to disk automatically, but doesn't reset or close the current submission UI

==== CL 12386 ====

@CHANGE: rename AfterEffects in-app menu item from 'Submit Job From File' to 'Submit From JobArchive' for clarity

==== CL 12195 ====

@CHANGE: On Windows, disable "Install/Update license" if not admin-equiv

## WranglerView 6.5

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-----  
6.5-3 FEATURES AND FIXES  
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=====  
New features  
=====

==== CL 12295 ====

@NEW: add support for new 'exiting' status

==== CL 12240 ====

@NEW: add generic renderThread controls to mantra submission UI

==== CL 12362 ====

@NEW: only enable 'Zip and Open Job Log Dir' if dir exists and is writeable by user.

==== CL 12200 ====

@NEW: add support for Maxwell to maya batch render

==== CL 12168 ====

@NEW: add support for 'auto-submit subsequent jobs' to AfterEffects submission UI's, allow user to suppress display of following submission dialogs

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Fixes

==== CL 12416 ====

@FIX: 'KeyError' when selecting a job that has been removed by another user, due to local cache data being out of date when 'Refresh' button is set not to "clear cache"

==== CL 12373 ====

@FIX: Retrying failed work should automatically unblock instances as well as retry complete/failed/killed instances

==== CL 12362 ====

@FIX: only enable 'Job Log Dir...' job context menu items if log dir is accessible

==== CL 12345 ====

@FIX: 3dsMax batch render: support float values for GammaValueIn & GammaValueOut parameters

==== CL 12330 ====

@FIX: appFinder AE movie renders (single-pass, single instance) can't find rendered movie file for right-click->View Output

==== CL 12324 ====

@FIX: C4D AppFinder doesn't set C4D version for R15 (or any values other than R14)

==== CL 12252 ====

@FIX: WranglerView user filter loses last value when re-enabled, is blank, user has to re-enter or select a name from the pull-down user list

==== CL 12248 ====

@FIX: 'Configure on Supervisor' does not support non-default location of central worker configuration file, always saves to the default location.

==== CL 12221 ====

@FIX: remove any trailing slash on the maya project, can cause Maya to simply print the help message

==== CL 12186 ====

@FIX: nukeX argument case sensitivity prevents nuke8 jobs from running.

==== CL 12166 ====

@FIX: NameError: global name 'showSubmitDialogs' is not defined

==== CL 12100 ====

@FIX: C4D In-App Win submission doesn't flip fwd-slashes to back-slashes

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Changes in behavior

==== CL 12429 ====

@CHANGE: Unblocking work should automatically unblock instances

==== CL 12181 ====

@CHANGE: 'Set Defaults' button now auto-saves the preferences and closes the submission dialog, no more "Cancel" and file->save prefs

==== CL 12134 ====

@CHANGE: remove the "Use All Cores" widget from 'maya' jobtype submission UI, since Maya's renderGlobals "numProcs" value of 0 only seems to be respected by the maya software renderer. Instead, show the "specify number of render threads" control, allow the user to easily specify the number of threads and the submission UI will take care of reserving the correct number of worker slots.

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6.5-2 FEATURES AND FIXES  
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## New features

@NEW: resubmission can optionally not raise a window for each job

@NEW: "Maya --> Qube --> Submit Maya Render Job per layer" is now offered an "auto-submit subsequent jobs"checkbox below the Submit button in each submission UI when more than 1 layer is present in the scene. Checking this box will suppress the display of all following jobs for the submission list, and can be checked at any point in the submission cycle.

@NEW: provide help dialogs for job, running instances, and worker search filters

@NEW: qube executable's argument --submitDict can now be supplied multiple times to allow for the submission of multiple jobs in one pass. All jobs submitted belong to the pgrp of the first job.

@NEW: add 'memusage' column to the running instances view

@NEW: add "auto-submit MXI merge job" option to Maxwell render submission UI, suppresses display of MXI merge job UI

@NEW: for Maya "job per layer" submissions, if a layer specifies renderable cameras, automatically fill in the "cameras" box ZD: 10123

@NEW: add 'worker\_boot\_delay' parameter to worker config dialog, not present in "configure on supervisor" dialog due to it's being a "bootstrap" parameter that can not be applied via the central worker config file

@NEW: add internal path translation to pyNuke jobtypes, allows for path translation to happen at the time the job runs on the worker.

@NEW: add a "running instance" count to the "Farm Usage" message printed in the upper-right of the WV interface.

## Fixes

@FIX: WranglerView won't start on 32-bit Fedora-8: AttributeError: 'MenuItem' object has no attribute 'GetItemLabelText'

@FIX: properly resubmit pgrp, value needs to be cast as a string

@FIX: remove QB\_CONVERT\_PATH from outputPath entries

@FIX: remove QB\_CONVERT\_PATH from re-submitted jobs

@FIX: unable to save external prefs file: KeyError: 'studioDefaultsPrefsFile'

@FIX: right side of controls hidden behind vertical scroll bar on Windows and linux; exhibits in all submission UI's in expert mode, and Maya and some others at all times.

@FIX: skip render layers defined in referenced scenes. ZD: 10010

@FIX: at startup with user filter enabled, don't show other users running jobs

@FIX: performance improvement for Performance Charts; avoid unnecessary INNER JOIN operation when querying time-based tables, only do it when selecting "all dates" or "custom" time frame.

@FIX: date range selector pull-down does not update other chart tabs when 'Use the same date range' is checked and 'Custom' date range is selected

@FIX: 'retry failed frames' can crash requestQueue when no instances to retry

@FIX: update workerList and bannedHost tab when a worker is remove via the worker context menu

@FIX: AE submissions don't respect the renderQueue item's renderSettings' "custom" frame range values

@FIX: Allow spaces in Maxwell folder/file names.

@FIX: worker\_drive\_map and worker\_path\_map not correctly saved via "Configure local host", format to match API updateLocalconfig expectations

@FIX: C4D AppUI install missing .tif files, pyHoudini AppUI missing .otl

@FIX: mysql database repair loops indefinitely when a brute-force 'use\_frm' table repair fails

## Changes in behavior

@CHANGE: Windows-only: DesktopWorker is now stopped/started by a system tray "workertray.exe" utility, and does not run in a cmd prompt. WV Admin worker start/stop menu items now manage the workertray utility, which starts the worker indirectly

@CHANGE: remove dependencies between Windows MSI installers, any cube component can be installed or uninstalled independent of the others

@CHANGE: only enable job/instance/frame context menu items if they're valid operations based on the job/instance/frame status and the user has the necessary permissions to perform the operation; disable "blocked" for blocked, failed, killed, complete jobs, only enable "unblocked" for blocked jobs, etc.

@CHANGE: automatically set the job's requirement if a job 'kind' is specified

@COSMETIC: show the job 'kind' in the main job properties tab if present

@CHANGE: mentalray verbosity now defaults to 5 (Progress & Info), instead of no default value

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### 6.5-1 FEATURES AND FIXES

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## New features

@NEW: add support for Adobe's Creative Cloud 'CC' version numbering scheme

@NEW: add 'refresh' menu item to runningInstance context menu

@NEW: "refresh selected" in Running Instances view is now active, will refresh data for selected jobs

@NEW: add "selected" count to job list, display is under user pref control

@NEW: add "kind" control to job requirements browser, make it a bit simpler to use the job "kind" attribute

@NEW: user filter populates from list of job users

@NEW: display 'Pending Reasons' for running jobs with pending instances

@NEW: Useability improvement: add "filter jobs/workers" and "select instance" menu items to Worker context menus, takes the user from the Worker view to the Running Instances or Jobview

@NEW: Useability improvement: add "filter jobs/workers" and "select instance/worker" menu items to Running Instances context menus, takes the user from the Running Instances view to the Job or Worker view

@NEW: add "view last X lines of log" for Help->View workerlog & supelog, linecount X is set in the prefs.

@NEW: enable/disable debug logging from the Help menu

@NEW: Prompt to "Enable worker autostart as Service / Logon User?" when starting Desktop Worker or service from Admin->Worker->Start if not already set to auto-start

## New MAXWELL features

@NEW: Maxwell - add "MXI Cleanup" option to mximerge job

@NEW: Maxwell - add "Aspect Ratio" read-only field, so user can verify the (optionally) entered image resolution is the correct a/s

@NEW: Maxwell - add license-related messages from Maxwell to highlights regular expression (not necessarily errors, but messages that need attention)

@NEW: Maxwell - show calculated aspect ratio when user overrides Maxwell render resolution

@NEW: Maxwell - add missing MXS or license error strings to error regular expressions

@NEW: Maxwell - expose 'mxi cleanup' checkbox in Maxwell render submission, sets the mxi cleanup control in subsequent mximerge job

@NEW: Maxwell - link 'Coop Total SL' to 'SamplingLevel' if doing Coop renders: CoopTotalSL is hidden by default, but will change to match value of SamplingLevel when users changes SL value. More intuitive usage.

## Fixes

@FIX: don't save path to StudioDefaults or StudioOverrides in the external Prefs file

@FIX: prefs dialog often displays too low on screen, lower portion if off-screen

@FIX: should not be able to set a "specific thread count" when "Use All Cores" is checked, disable the threadCount control when "Use All Cores" is checked

@FIX: add 'Auto-set rd" checkbox to add -rd flag to mentalray batch render jobs

@FIX: catch case where running on headless nodes, GUI crashes when clicking on job state filter buttons

@FIX: fix "selected" behavior in running instances view, keeps re-selecting the incorrect instance.

@FIX: catch various cases where elapsedTime or avgTime calculations return negative values

@FIX: error "widgetName not implemented in worker config management dialog" raised when trying to save any "directory" type parameters in "configure on supervisor" dialog: worker\_logmode, worker\_template\_path

@FIX: C4D AppFinder jobs should not be dispatched to linux hosts

@FIX: pending reasons not shown until view is refreshed

@FIX: Maxwell mximerge simpleCmd module missing from release build

@FIX: path to rendered frame is double-quoted, can't be opened from context menus

@FIX: Retry frame/instance value is stripped at resubmission

@FIX: "display config" doesn't include proxy\_\* values on a worker

@FIX: subprocess module raises "WindowsError: [Error 2] The system cannot find the file specified" error when submitting an C4D AppFinder job from Windows.

@FIX: job environment is truncated upon resubmission if it exceeds the default number of rows in the environment widget

@FIX: Intermittent "IndexError: list index out of range" error when Refresh->clearCache from stale items in jobList

@FIX: "running users" column in worker view is empty when user filter in job view is not blank

@FIX: jobs calculate % done incorrectly when agenda has failed frames until job is selected, display correct value after that

@FIX: Retrying a frame or instance does not update job's displayed status to pending in GUI, despite it actually being pending

@FIX: Fix issue where MySQL connection issues cause application to crash while writing debug logs.

@FIX: add in missing fields for user job limit paramters: supervisor\_default\_user\_subjob\_limit, supervisor\_default\_pgrp\_subjob\_limit, supervisor\_user\_subjob\_limits, supervisor\_pgrp\_subjob\_limits

@FIX: added code to "generate movie" jobs, to support frame ranges that don't start at 1 with conversions using ffmpeg

@FIX: also added a leading "." to the movie\_ext choice strings, which is required. ZD: 9745

@FIX: cached log files should be world-writeable, so other users can clean them up

@FIX: C4d - don't pass in '-threads' arg is threadCount is 0, causes issues with C4D

@FIX: jobs not belonging to the same pgrp displaying when filtering by pgrp; don't use glob-style matching for job id's and pgrp's

@FIX: Lock/Schedule does not raise a schedule windows, does not lock host

@FIX: wait for Desktop Worker to completely shut down on OSX

@FIX: on a supervisor with a hostname of "supervisor", the WV gui cannot restart the supervisor service; it will stop it, but never detect it's stopped.

## Changes in behavior

@CHANGE: Maxwell - expose 'Co-op SL' as non-expert control

@CHANGE: only run 1 aerender job at a time on a worker while allowing other jobs to be accepted, uses 'kind' attribute

@CHANGE: refresh and fetch all jobs when disabling the user filter when using SQL query, now consistent with API query behavior

@CHANGE: suppress logging of "Table '320qube.41040work' doesn't exist" MySQL messages, MySQL error code 1146

@CHANGE: full worker locking / unlocking no longer raises a confirmation dialog

@COSMETIC: change wording of "job info for id x invalid" warning message.

@COSMETIC: re-word partial locking worker context menu items to be less ambiguous

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## 6.5-0 FEATURES AND FIXES

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## New features

@NEW: add "Display Supervisor Configuration" menu item to WranglerView -> Admin menu

@NEW: add cumulative time and "allocated slots" columns

@NEW: unified Maya In-App installer, installs entire Maya->Qube menu, contains: maya, mayaBatch, appFinder, jobArchive submitters

@NEW: In-App submitter for AppFinder MayaBatch

@NEW: add support for job tags to performance charts

@NEW: add support for new "Job Tags" feature; show, shot, seq, client, dept, and custom[1-5].

@NEW: Add Maya, mental ray standalone, and SI 2014 support

@NEW: add support for real-time log parsing and progress percentages to job instances for non-agenda-based jobtypes, currently only supported by python-based jobtypes

@NEW: add 3ds Max 2014 support

@NEW: add new supervisor\_default\_hostorder parameter to supervisor config dialog

@NEW: label text for worker parameter widget changes colour to indicate a value which will be saved

@NEW: provide support for worker-side OS-specific environment variables (pre-OS MAXWELL2\_ROOT, etc)

@NEW: add support for Maxwell's "resume rendering" option, implements checkpointing with the '-trytoresume' flag

@NEW: additional info added to log highlights regular expressions, showing number of threads, sampling level reached, target SL

@NEW: added "TIF Alpha" option to 3dsmax submission.

@NEW: add cross-platform support to Maxwell Coop rendering, can use worker\_path\_map to find maxwell/mximerge executables

@NEW: add column to jobList and Frames tab to display total images rendered; total includes multiple layers per frame

@NEW: adding Maxwell Cooperative Rendering support.

@NEW: adding mximerge (Maxwell) simpleCmd submission interface.

@NEW: added "Submit Job per Layer" to Maya->Qube menu which allows each render layer to be submitted as an individual job, with its own frame range, etc.

@NEW: a new interface for configuring multiple workers and writing out the qbwrk.conf

## Fixes

@FIX: properly support worker\_path\_map and worker\_drive\_map in new qbwrk.conf configuration dialog

@FIX: properly indicate when the value for a given parameter varies between workers, even if it's not defined for a worker but defined for others

@FIX: support greater than 5 mapping definitions for worker\_path\_map and worker\_drive\_map

@FIX: add "convert\_path" flag to client\_ and supervisor\_job\_flags control

@FIX: default value in config UI for worker\_max\_threads was 8, now 256

@FIX: "Configure on Supervisor" worker menu item is only enabled if user has the qube "admin" privilege AND is on the supervisor

## Changes in behavior

@CHANGE: use pyCmdrange/pyCmdline jobtypes now for real-time log parsing, provides feedback in log highlights tab for SL reached while job is running

@CHANGE: don't auto-kill the mxiMerge job when the render is killed

@CHANGE: don't auto-populate the mxiMerge executable value, have user set in the defaults (necessary for cross-platform)

@CHANGE: always use -node and -idcpu args to the render, add callbacks to kill merge if render is killed

@CHANGE: changed worker journal filename to "worker.jnl" from "worker6.jnl" to reflect change in the worker

@COSMETIC: group commonly-used Maxwell render controls together at top of submission UI (coop, resume, sampling, time)

@COSMETIC: all checkbox lists from "Choices" buttons are now sorted alphabetically